

## A

B							
N <sup>o</sup> .1.							
R	K	B	2	K	B	K	R
P	P	P	2.	1.	3.	P	P
					P		
			P	P			
			P	P			
					P		
P	P	P	2	1	3	P	P
R	K	B	Q	K	B	K	R

B							
N <sup>o</sup> .2.							
R	K	B	2	K	B	K	R
P	P	P				P	P
					P		
			P	P			
			4	P			
					P		
P	P	P				P	P
R	K	B	Q	K	B	K	R

B							
N <sup>o</sup> .3.							
R	K	B	2	K	B	K	R
P	P	P				P	P
					4.		
			P	P			
				P			
					P		
P	P	P				P	P
R	K	B	Q	K	B	K	R

B							
N <sup>o</sup> .4.							
R	K	B	2	K	B	K	R
P	P	5.				P	P
		P	P	P			
				5			
					P		
P	P	P				P	P
R	K	B	Q	K	B	K	R

B							
N <sup>o</sup> .5.							
R	K	B	2	K	B	K	R
P	P					P	P
		P					
		o.	6	P			
					P		
P	P	P				P	P
R	K	B	Q	K	B	K	R

B							
N <sup>o</sup> .6.							
R	6.	B	2	K	B	K	R
P	P					P	P
		K					
				P			
						P	
P	P	P				P	P
R	K	B	Q	K	B	K	R

**DIRECTIONS FOR INSERTING THE MOVES OF A GAME AT CHESS INTO SQUARE TABLETS EACH REPRESENTING A CHESSBOARD.**

*In the above Specimen, the letters in the Tablets are the initials of the names of the pieces,—The letter B signifies BLACK, and marks the head of the Kings Column; and the letter W signifies WHITE, and marks the foot of it.—Those two letters serve to prevent mistakes when inserting the moves.—The Italicks are the black men, and the Roman letters are the White; and the numbers for the moves of the Black men have dots, those for the White men have none.—The player of the White men has the move.—The number of each move is inserted in the Square from whence the piece has been played.—When a King Castles the number of the move is inserted in his Square only.—Though the first Tablet contains three pair of moves, yet, the rule is to insert no more than one; as in Tablet N<sup>o</sup> 4.—When pieces are successively taken on the same Square, every capture must have its Tablet; as in Tablets N<sup>o</sup> 2.3.5 and 6. When the taking on the same Square ceases, the inserting of the Moves by single pairs, (that is two moves of the same number) is again continued.—When a pawn is taken EN PASSANT, a cypher must be inserted in its stead to show that it is gone; and with a dot to it, if it is a black pawn; see tablet N<sup>o</sup> 5.—When the White men are represented in the upper and Black men in the lower ground of the Tablets, the B and W change Sides; and are placed over and under the next column to the left hand; which is become the Kings Column.—Not to divert the attention of the players too much from their Game, the moves alone may be inserted.—The Six tablets below contain the moves in those above.—When you find yourself at leisure to compleat your Tablets, begin with the first Tablet of your game, and insert all the initials in the order in which the pieces are first arranged, except where the number of a move prevents you; and repeat every initial from Tablet to Tablet in its proper Square, until you are stopt by a number, or by the initial letter of one of your Adversary's pieces.—The initial letter of every piece which has been moved must in the same manner be repeated from Tablet to Tablet, until it is either stopt by a number, or taken.—As the size of the above Tablets, may not answer for such as cannot write a small hand, Tablets of four times the size are recommended; they are chequered green and White. that the initials of the White men and the numbers for their moves may be inserted with red ink, and the initials and numbers for the Black men and their moves with black, leaving out the dots to their numbers. —*

*The two following examples are given, to show how to write the moves from the Tablets, if required. N<sup>o</sup> 1.2 and 3 are the numbers of the Tablets referred to.*

1<sup>st</sup> MOVE.

N<sup>o</sup> 1. W. *The Kings pawn two Squares.*

B. *The same.*

4<sup>th</sup> MOVE.

*N<sup>o</sup> 2. W. The Queens pawn takes the pawn.*

*N<sup>o</sup> 3. B. The Kings bishops pawn takes the pawn.*

*If the moves are written in a separate book, it may be proper to write on the margin the number of the plate which contains the Tablets from whence the moves are copied: & when you transcribe into your Tablets the game of Chefs from any Author, you may if the book is your own, insert the Numbers of the Tablets before the moves, and the Number of the Plate on the Margin of the book: \_\_\_\_\_ The initials may be all of the same Character and the preference should be given to the Roman letters by him who can neatly imitate them.*

1<sup>st</sup> Game

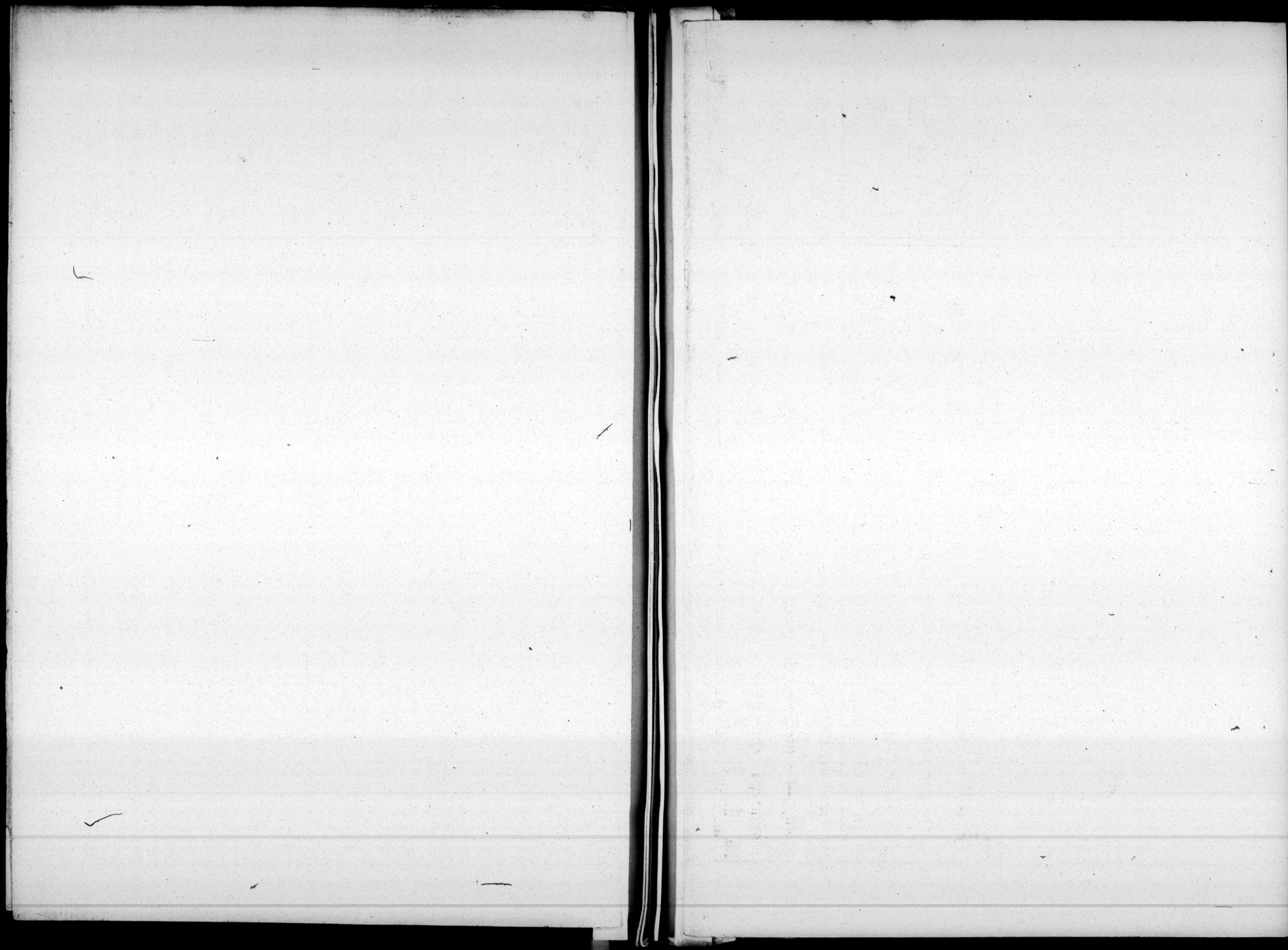






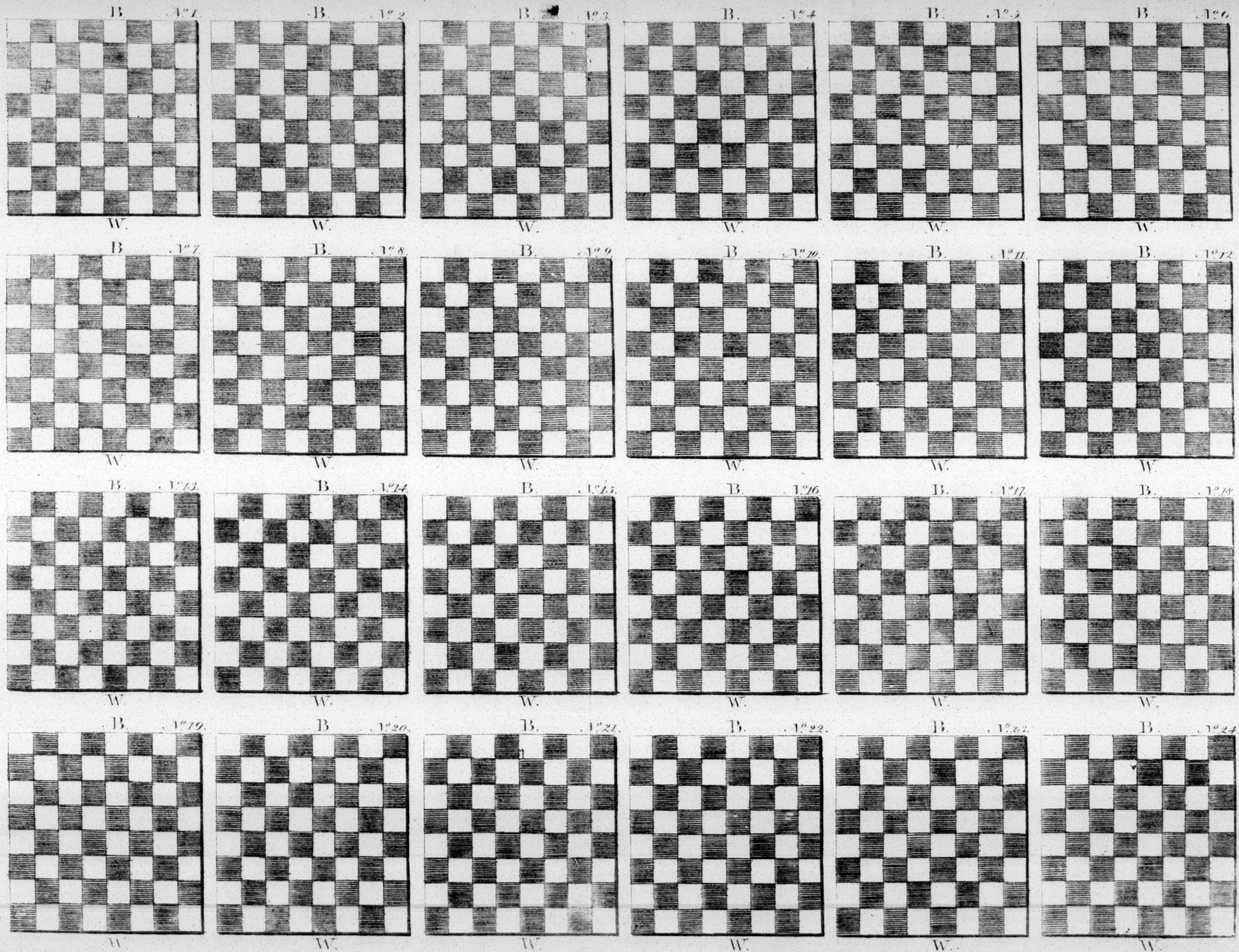








C



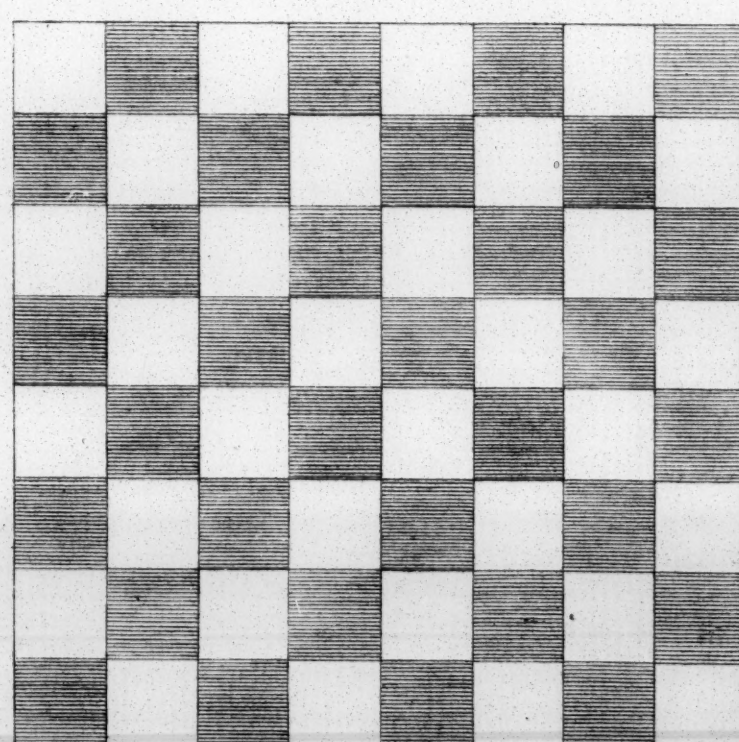
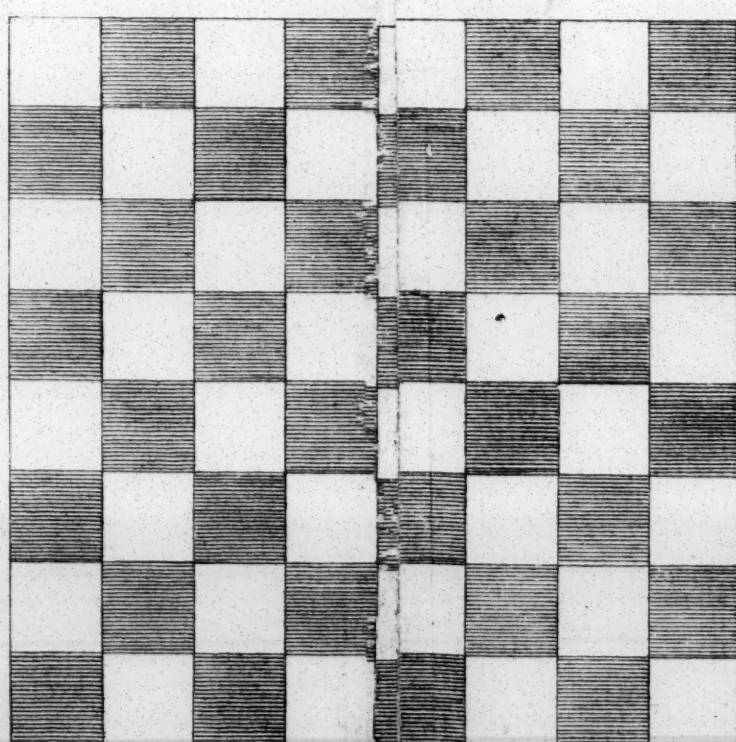
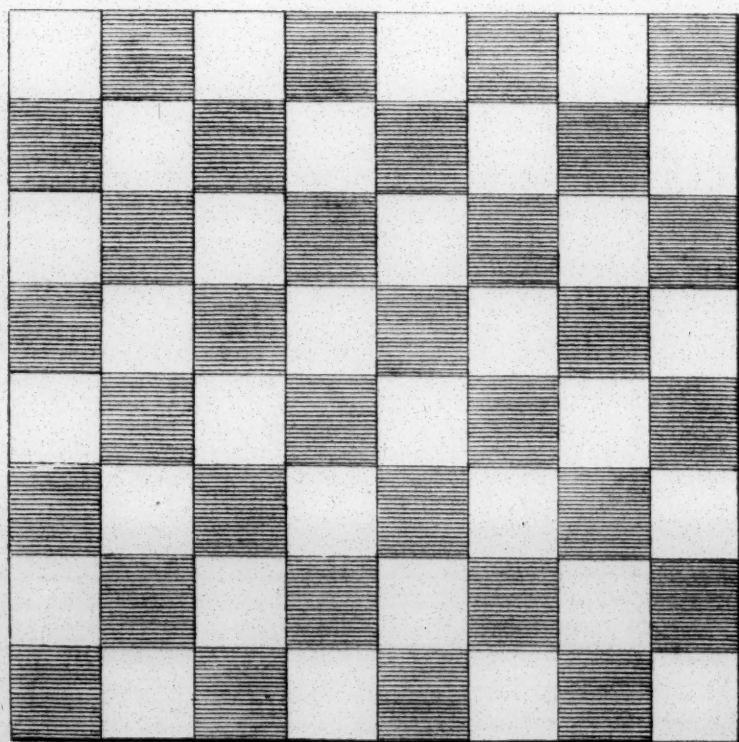
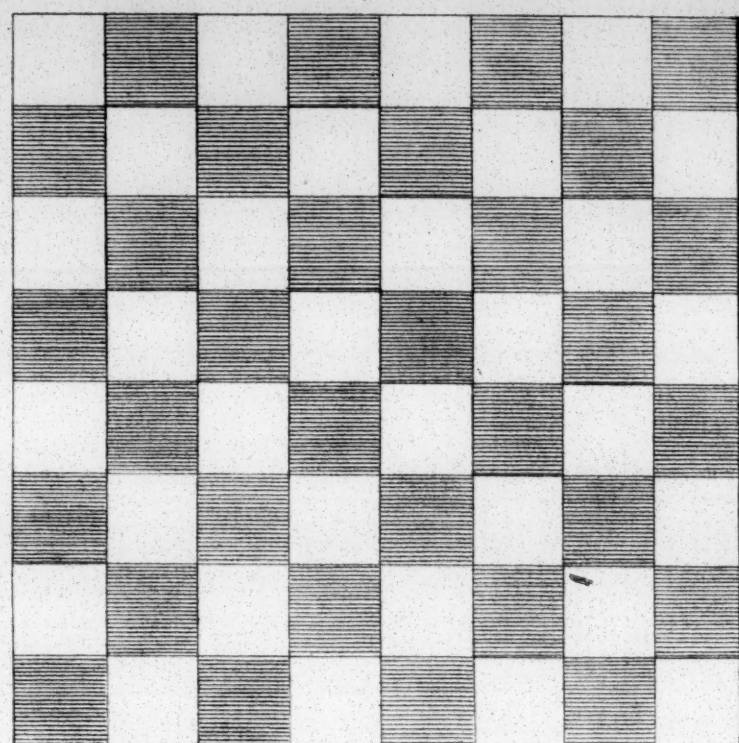
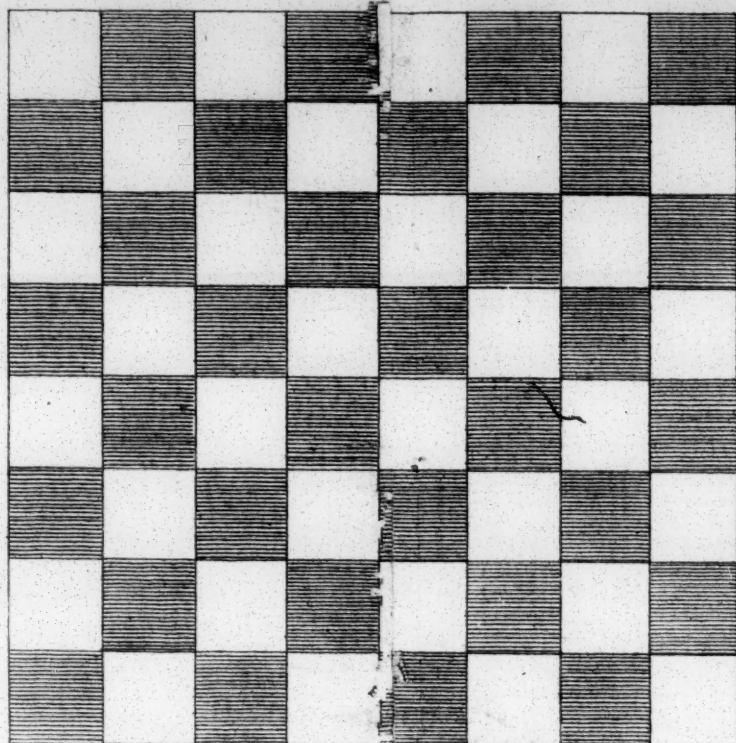
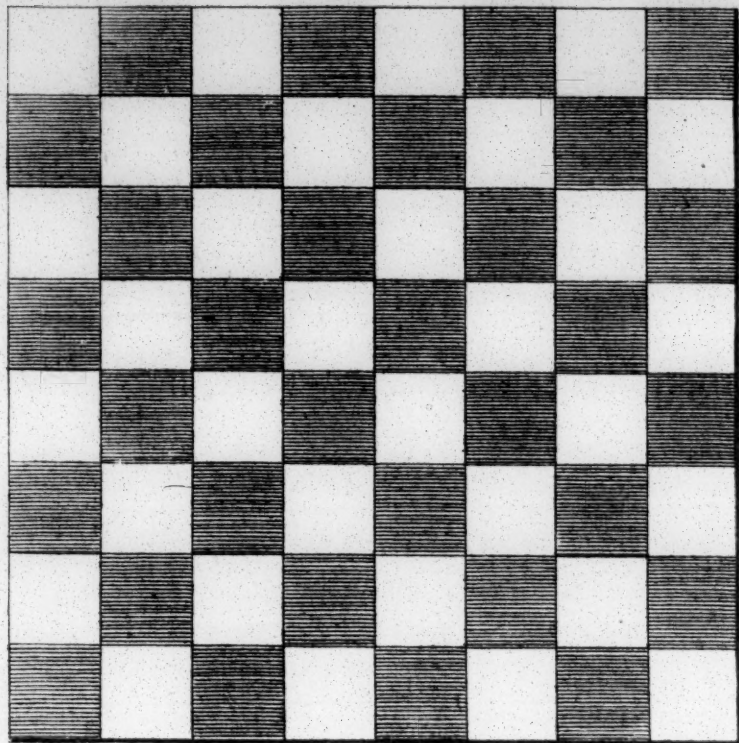


VM  
AN  
M



D

N<sup>o</sup>





MV  
BR  
NT